

The Atari Owners Club OFFICIAL BULLETIN

No:10

ROLL UP! ROLL UP!
THE FUN OF THE BIG TOP
COMES INTO YOUR HOME!

2 great cartridges with
Circus thrills, released
at the same time!



CIRCUS ATARI

Thrills and spills! Split second timing and quick reflexes are what you'll need to hit the big time. Burst the balloons and bounce back to burst even more. Fabulous sounds and high speed action! It all adds up to the latest blockbuster game cartridge CIRCUS ATARI.

Bounce your clown off the trampoline and on to the teeter board. Up goes his partner - pop the balloons - score more points the higher he bounces and then land back on the board to bounce up another clown. Mind you don't land on the wrong end of the board or miss - splat!! Infinite scoring back to 0000 after you pass 9999 - will keep you going, ad infinitum!

CIRCUS ATARI - used with paddles.
8 games for 1 or 2 players.

Suggested Retail Price - £16.95 incl.VAT

HUMAN CANNONBALL

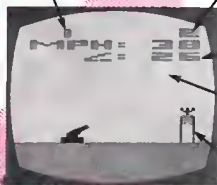
GAME NUMBER

NUMBER OF PLAYERS

ANGLE OF CANNON

MOVING WINDOW

WATER TOWER



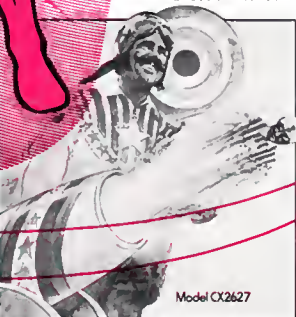
Aim the gun - set the speed - press the trigger and try to land in the water tower. If you miss - OUCH! If you get it right - a big arm wave. Remember, the Human Cannonball relies on your skill - so the onus

is on you not to give him a nasty headache. HUMAN CANNONBALL - used with joysticks.

8 super games for 1 or 2 players.

Suggested Retail Price -

£16.95 incl.VAT



ATARI
Great ideas from
Ingersoll

A game for the home computer



THE ATARI VIDEO COMPUTER SYSTEM

Ingersoll Electronics Ltd 202 New North Road London N1 7BL

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Bigger & better scores!

This records thing is getting a bit out of hand... You're all such "dab-hands". We've published several Space Invaders scores which have been achieved this month, because we feel you all deserve a mention. But has anyone managed 120,000 yet, on Game 1, Space Invaders? Send your highest scores, on any cartridges, to me, Captain Atari, on a one page letter, and head it **ATARI RECORDS**.

Never ending variety!

Variations to our cartridges are getting cleverer and cleverer. Here are a few we've received. Shows how you all use your minds as well as your fingers. But everyone's reflexes are a lot faster these days, too. If you'd like to send in your variation ideas, please keep your letter to one page only, and head it **GAME VARIATIONS**.

NEW CARTRIDGE IDEAS!

Although of course, he's a genius in his own right, Brains is always delighted to investigate your ideas for new cartridges. Here's a recent selection from readers - we'll be publishing more, but keep letters to one page only, and head them **NEW CARTRIDGE IDEAS**. Thanks.

Dear Captain Atari
Even though there is no time on
adventure, I used a stopwatch and clocked
it at 1 min. 58 secs. which is my new
record. Superman is very good and I have
found a method to get a better time
simply reset, put your finger on the
button and press the joystick upwards.
After about three seconds, your hand off the
joystick, release the button and play the
game. If you use this method, you only have to
do it once, and so you only have to
catch the crooks. My record is 1 min.
15 secs. I use a secret method on
Space Invaders, Falmouth.
Ian Macdonald, Falmouth.

Dear Captain Atari
I wrote to you stating that I had scored
45,840 while playing Space Invaders. You
told me that my record was 80,000. You
beaten that score. Well after I had
highest score is now 93,260.
Robert Hoffman, Twickenham.

Dear Captain Atari
You want to know how the Atari Act for
Charity score compares with our own.
I am 14 and have scored 2,730. Also in
Game 1 of Space Invaders I have scored
92,550. I would like to know if anyone
can better this.
Stephen Lloyd, Belvedere.

Dear Captain Atari
I am now the proud owner of an Atari
system and the Air Sea Battles and Space
Invaders cartridges. What is the highest
score I can get with a small Atari base?
Over one and a half hours. Has anyone
reached the million mark? And if so,
how did they keep going for so long?
Chris Harris, West Wickham.

Dear Captain Atari
Since obtaining my Atari video computer
system and the Space Invaders cartridge
I have been trying to think of variations
to the game, which is very difficult with
132 games to choose from, but to add a
bit more fun and daring to the game try
destroying the shields before the invaders
come down and without getting hit in the
meantime. You have to be quick
Edward Maurer, Dapford.

Dear Captain Atari
Outlaw - Game 16
To blow away the score coach in the
don't feel so brave try Game 16.
Any games with blowaway
If you want a rest from playing palm
pictures and try to make them out of
Outlaw - Game 11 or 12
Take 10 turns and try to break
through the moving wall in as few
shots as possible from against the
Richard Chan, Walton on Thames.

Dear Captain Atari
I have only two game cartridges for my
Atari computer system at present, Combat
and Chess, but I have found one variation
on the Combat cartridge every bit as
compulsive as Chess.
Game 1
Play solo and in the time allowed
try and beat it's!! on the
opposing tank. It's not easy.
Mike Hughes, Crewe.

Dear Captain Atari
I have found a great variation on Game 1
try to shoot as many command alien
ships as possible on the first set of
Invaders.
My record is 3,630 including a set of
Invaders.
C Leung, Suij.

Dear Captain Atari
I thought that it is about time that I
made up some variations. The variations
are -
Space Invaders game 1-16
To blow away the shields without
getting your laser base blown up.
Game 9?
Use the controller that moves the
laser base, and see how long you can
last before you get invaded.
Lee Walker, Whitton.

Dear Captain Atari
I own the Air Sea Battle cartridge, and
one variation I use is on game number 2.
Try getting as many aeroplanes down
yourself. My record is 65.
Also try to get four 707 planes down
screen.
Simon Baker, South Harrow.

Dear Captain Atari
My favourite cartridge is Space Invaders
I have had a lot of fun with it.
A funny variation for the Surround
cartridge is - Turn the controller around so the red
button is on the bottom right.
Practise first on the normal game then
try to speed up, because it should
give you a good laugh.
I must thank Brains on a good set of cartridges.
David Ford, Gwent.

Dear Captain Atari
I have had an idea. How about making a
"Shark Attack" game program?
There would be a ship or boat on the
surface, a diver jumps off the boat into
the shark infested waters. He carries a
spear to kill the shark which will try
to gobble him up. After fighting the
passage way, and with lots of
guards by the treasure chest blocked, to
long sucking tentacles. This is where
the second spear comes in handy. After
treasure chest and returns to his boat.
Would it be possible for Brains to make
a tape similar to this one?
Michael Scully, BPO 808.

Dear Captain Atari
I have had an idea in my family don't seem
to appreciate Atari very much especially
to watch a TV programme
when they think television is for if
(what do you?) So my next produce a
cartridge aimed specifically at girls.
For not Atari!!
example a fashion game or make-up
game. Players could compete using different
up a doll or person with different
objects carrying different values.
The objects could be scattered round the
department store and would have to be
paid for from a limited supply of money.
Objects could be moved between departments
(as with the bag in Adventure) or lost.
N Lambert, Orpington.

Dear Captain Atari
I have an idea for a new cartridge - it
is called "Helicopter Rescue". It can
be for 1 or 2 players using the game
select switch. The basic idea is this,
you are a helicopter and on the end of it is
an electro-magnet which can be turned on
by pushing the red button. There is
an oil rig on which are several boxes
which you have to transport to a
rig. There is a time limit of 2 mins
15 secs and a variable wind force. If
you drop a box from a height it will
explode and you will be squashed.
Richard Crawley, Bromley.

Dear Captain Atari
Here is a new idea for a game programme.
How about a game featuring a pool, Snooker,
Billiards and Bar Billiards. It could
be controlled by the joystick controller
with the lever for controlling the cue
to aim it on the cueball and use the
red button to hit the cueball with the
cue.
Paul Cuddoore, Isle of Man.

Dear Captain Atari
My Atari computer system is great and
keeps me occupied during my school
holidays. All my friends come round to
play with it. My favourite games are
Space Invaders, Air Sea Battle, Skydiver,
Surround and Basketball. So far I have
got 16 games. I like motorcycling
scrambling and would like you to ask
Brains to invent a Scrambling cartridge.
Phillip Brown, Huggleby.



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Colouring Competition

for children

Our grapevine tells us that those of you with small children (or younger brothers and sisters) often have fights on your hands because the kids can't wait to get their hands on the Bulletin each month - to colour it! Here's your chance to harness their talents: a colouring competition, with prizes as shown below.

LOOK AT THESE PRIZES!



INDERSHILL ELECTRONICS RADIO CASSETTE RECORDER, with features of two features



INDERSHILL ELECTRONICS RADIO CASSETTE RECORDER, with features of two features



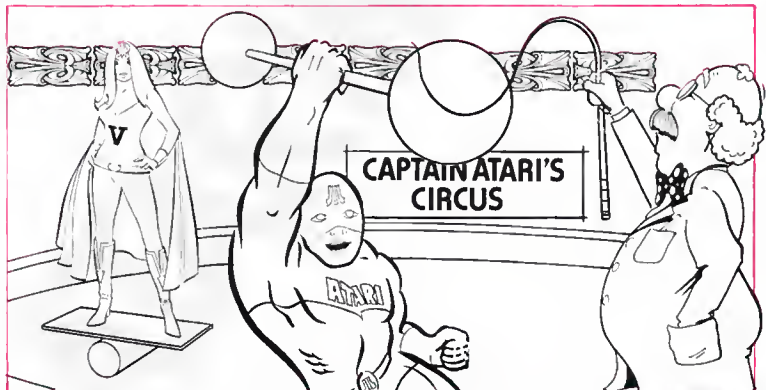
INDERSHILL ELECTRONICS RADIO CASSETTE RECORDER, with features of two features



INDERSHILL ELECTRONICS RADIO CASSETTE RECORDER, with features of two features

Rules

1. All entries, complete, to our publicity consultants at the address given.
2. Closing date for entries is 15th October, 1980.
3. Persons connected in any way with the administration of the competition, or with Indershill Electronics Ltd., are ineligible for a prize.
4. No responsibility is accepted for entries lost or in the post.
5. The judges' decision is final, and no correspondence can be entered into.
6. Entries must be unaltered, and they must be aged thirteen years or under on 24th October, 1980.



ENTRY FORM

Cut off this whole section and post to:
ATARI COLOURING COMPETITION, RHA, 7 HIGH STREET, MAIDENHEAD, BERKS. SL6 1JN.
NAME _____ AGE _____
ADDRESS _____

THIS COLOURING WORK IS MY OWN, UNAIDED, EFFORT.

Entries close 24th October, 1980.